

Disney's

Chicken Little



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SCES-53744

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 330 KB minimum • Digital Control • Analog Control • Vibration Function compatible

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Disney's **Chicken Might**

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SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the  /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the DISNEY'S CHICKEN LITTLE disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the  /RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

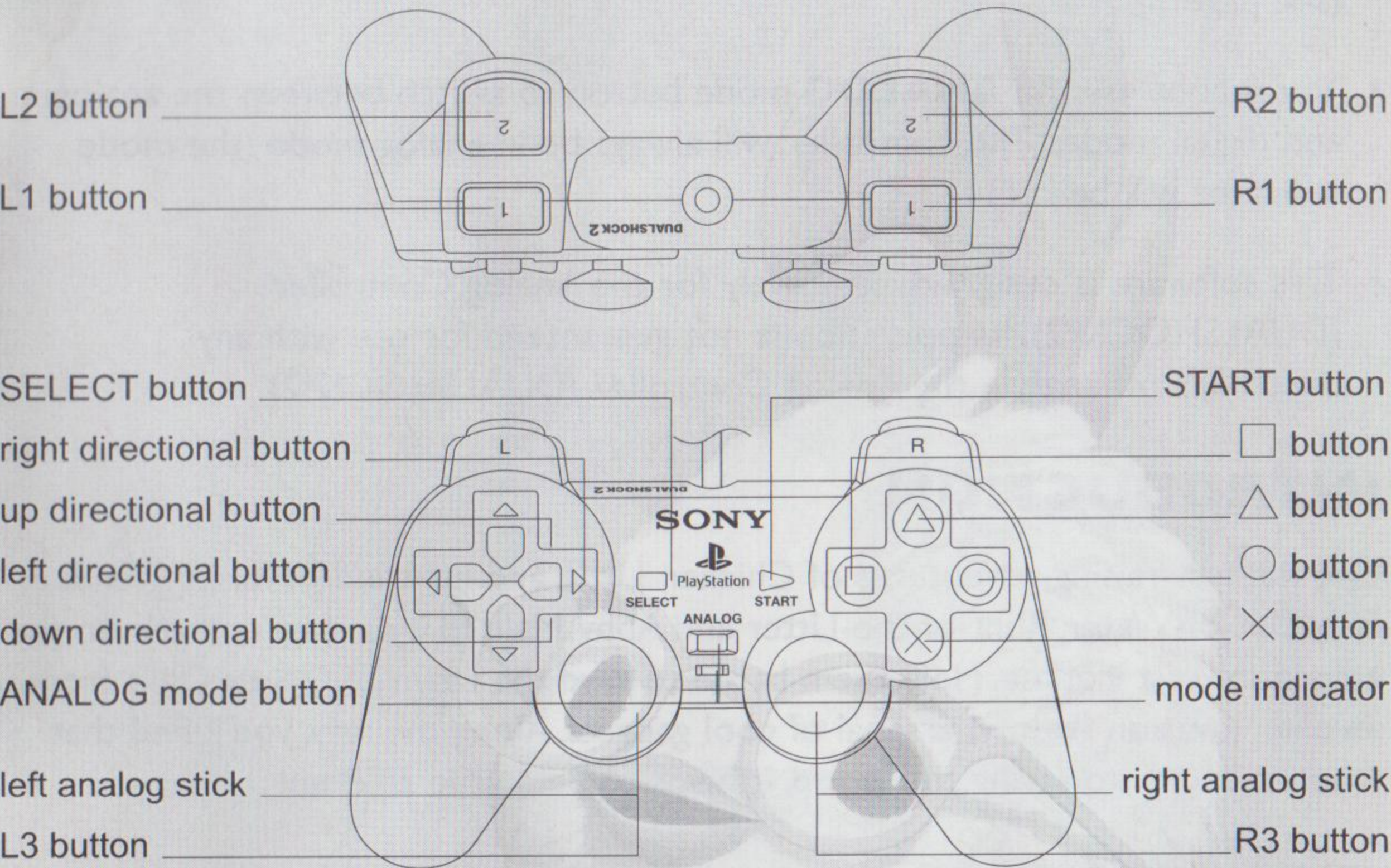
Memory Card (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term Memory Card (8MB) (for PlayStation®2) is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-I0020 E). Memory Cards (product code SCPH-I020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save/load game settings and progress, insert a Memory Card into MEMORY CARD slot I of your console. Only MEMORY CARD slot I may be used to load and save game data. Make sure there is enough free space (330KB minimum) on your Memory Card before commencing play.

CONTROLS

Analog Controller (DUALSHOCK®2)



Move

Left Analog Stick

Rotate Camera

Right Analog Stick

Jump/Menu Select



Attack



Sling Shot



Previous Menu



Pause



Browse Menu

Directional Buttons

- This game supports the analog mode and the vibration feature of the Analog Controller (DUALSHOCK®2).
- To use the vibration feature, turn on **VIBRATION** under **OPTIONS** (see page 7).
- You cannot use the **ANALOG** mode button to switch between the analogue and digital modes. The controller will always be in analog mode (the mode indicator will be red).
- This software is designed exclusively for the Analog Controller (DUALSHOCK®2). Its operation is not guaranteed for use with any controller other than the Analog Controller (DUALSHOCK®2).

INTRODUCTION

Live the hair-raising adventures of Chicken Little and his band of misfit friends – Fish-Out-of-Water, Runt-of-the-Litter and Abby Mallard – as they embark on the adventure of a lifetime. Help them battle to save the town of Oakey Oaks from an alien invasion with an arsenal of cool gadgets. Along the way, you'll find that when it comes to saving the world, it helps to be a little chicken!

CHARACTERS

Chicken Little

Chicken Little's life hasn't been the same since that unfortunate "sky falling incident." He's plucky, determined and pretty inventive at dealing with the challenges the world hands you when you're particularly small. Chicken Little seems obsessed with finding an opportunity, a great moment, to prove to everyone that he's something more than that silly little hysterical chicken who thought the sky was falling.

Buck Cluck

Chicken Little's father, Buck Cluck is a loving parent trying his very best to help his only son find his way. He will provide words of wisdom to guide you on your adventure.

Fish-Out-of-Water

Fish-Out-of-Water has an amazing knack for being there at the right time with just the right thing. His friends seem to have no problems understanding his glubs. There's no knowing how much he understands about what's really going on, and yet somehow he always comes through, even if it's only to offer a hug.

Runt-of-the-Litter

Runt is a loveable and insecure giant pig with some fairly serious body image problems. Even though he's huge, he thinks of himself as a "wee little pig." Runt experiences large emotional swings and seems to be a classic nervous eater. He could use a huge dose of self-confidence but when things start going horribly wrong, there will be ample opportunity to rise to the occasion.

Abby Mallard (a.k.a. the Ugly Duckling)

Abby Mallard is Chicken Little's best friend. She's obsessed with Modern Mallard magazine and has some pretty good advice for Chicken Little based on all the quizzes she's taken and articles she's read. Clearly Abby has come to grips with her unattractive appearance. She's the grounded one – wise, pragmatic and a lot of fun to be around. She doesn't always agree with his big plans, but stays positive and supportive. Abby is a loyal friend who's ready to put up a fight in support of her friends.

Foxy Loxy

Foxy is a sports star and the town darling. She's also Chicken Little's main nemesis and delights in constantly reminding him of that fateful day when he mistakenly thought the sky was falling. She loves the image of being just the sweetest person around, while assigning her bullying tasks to her not so bright sidekick, Goosey Loosey.

Goosey Loosey

Goosey is well... not too bright. Her status in life seems completely dependent on hanging around with Foxy. She doesn't speak, but rather communicates in flailing motions and a variety of crazy honks. Left to her own devices, she's not a bad goose, she's just hanging out with the wrong crowd.

Mayor Turkey Lurkey

Mayor Lurkey is your typical expedient politician. He likes to be on the winning side at all times. He flip flops from thinking Chicken Little is the worst thing to ever hit the town, to the best hope for the future of Oakey Oaks, back to the absolute worst thing. He probably means well most of the time – he's just been 'mayoring' a few too many years. In the end, he might have a thing or two to learn about what a very small chicken is capable of doing.

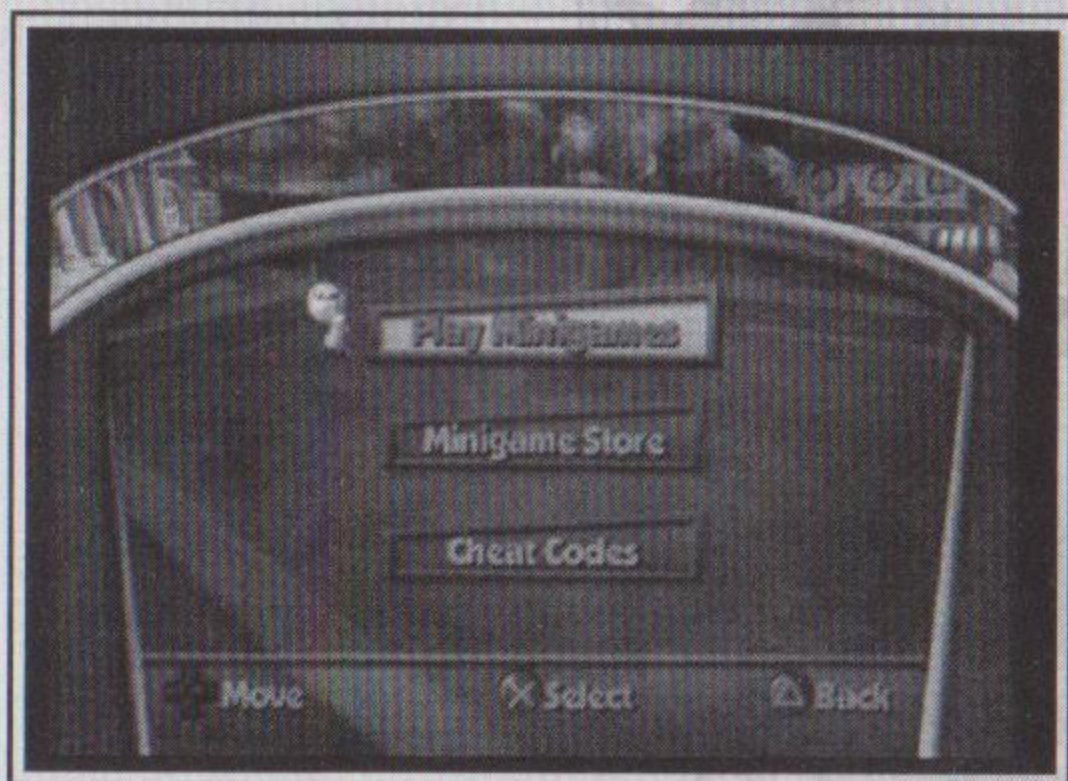
GETTING STARTED



Play Game

Select a difficulty level and begin a new adventure with Chicken Little and his friends.

EXTRAS



Play Mini-Games

Play Mini-Games you have purchased in the Mini-Game Store.

Mini-Game Store

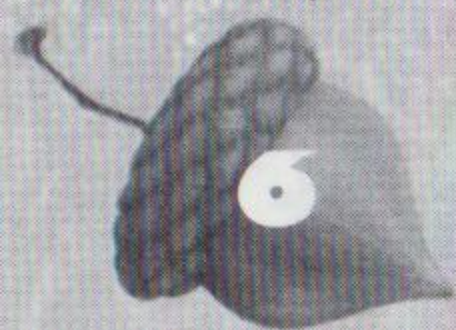
Use your Buck Cluck Trading Cards to purchase Mini-Games.

Cheat Codes

Enter cheat codes here to enhance gameplay.

LOAD GAME

Select between three (3) saved slots to restore a saved game. The Memory Card (8MB) (for PlayStation®2) must be in MEMORY CARD slot 1.



OPTIONS



Make all game setting changes here. Select **Done** to save any setting changes.

Audio Setting

Turn the Stereo Mode “**ON**” or “**OFF**” (Default = ON).

Sound Volume

Adjust the sound effects and in-game dialogue volume.

Music Volume

Adjust the music and cut scene volume.

Vibration

Turns the vibration function of the controller “**ON**” or “**OFF**” (Default = ON).

Invert Controls

When enabled, the Up & Down axis on the **Left Analog Stick** is reversed.

Select Level

Scroll left or right to access levels you have already played. You must load a saved game prior to accessing any of the game’s unlocked levels.

Pause Menu

Press  to pause the game. The following options are available from the pause menu.

Continue

Return to the game in progress.

Restart Level

Return to the beginning of the current level.

Main Menu

Exit the game and return to the main menu.

Objectives

Select this option to view your goals for the current level.

Controls

View a control map as it relates to the current level.

Options

Access the Options menu.

Checkpoints and Saving

Within a level, there are many checkpoints. If you lose all of the eggs from the Life Bar, as long as you do not turn off the game console, you will restart from the last checkpoint. When you reach the end of a level, you are prompted to save your game.



- To save data, you will need a Memory Card (8MB) (for PlayStation®2) with 330KB or more available space.
- You cannot save data using a Memory Card (SCPH 1020E).
- The Memory Card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1.
- Do not turn off the MAIN POWER switch or the (ON/Standby) / RESET button or remove the Memory Card (8MB) (for PlayStation®2) while you are saving or reading data. You could destroy the data you are trying to save.
- You can save up to 3 games on one Memory Card (8MB) (for PlayStation®2).

MAIN HUD



Cluck Luck

Collect acorns to earn Cluck Luck. As long as you have eggs, you can continue to play. If you lose all of your eggs, you will have to go back to the last checkpoint you have reached. The number of acorns that you need to restore an egg will vary, depending on the selected difficulty level.

EASY
MEDIUM
HARD

5 Acorns
10 Acorns
15 Acorns

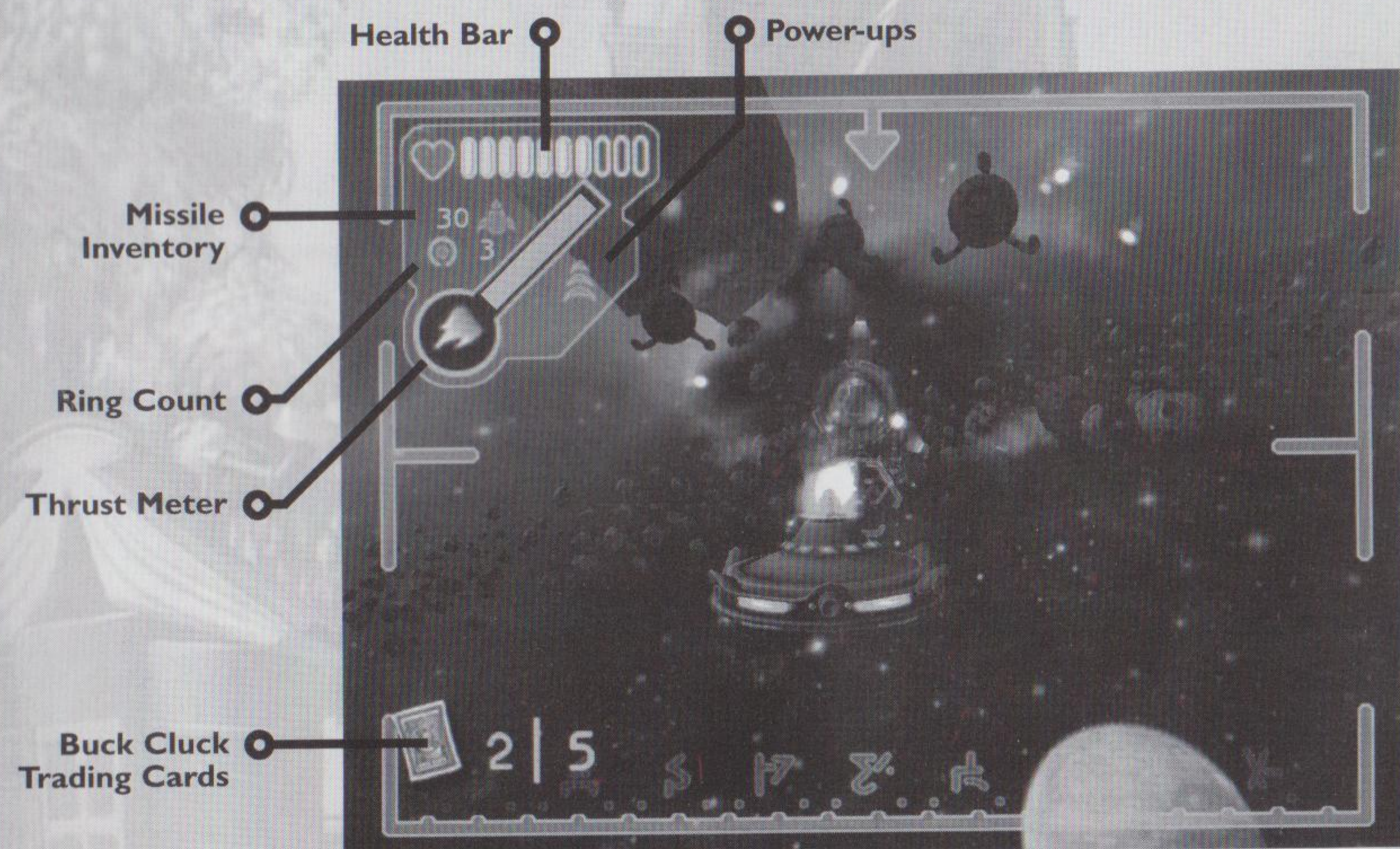
Coins

Collect Turkey Lurkey coins to purchase soda, and give yourself a boost.

Buck Cluck Trading Cards

Collect all five trading cards in a level to earn a series. Collect multiple series to buy a multiplayer mini-game. Only entire series will be saved so make sure you collect them all before completing the level!

SPACE SIMULATOR HUD



CHARACTER ACTIONS

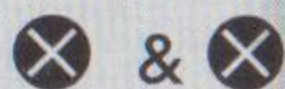


Our Hero - Chicken Little

Jump



Double Jump



Yo-Yo Attack



Yo-Yo Grapple

Face the grapple point and press

Yo-Yo Swing

Press while near a swing point.
Press to Jump.

Pole Climb

Press while next to a pole.

Zip Line

Jump onto a wire to zip to a new area.

Slingshot

Hold to aim. Release to fire.
Tap to fire without aiming.

Roll Dodge

and

Fish out of Water

Move Left
& Right

Jump

Shoot Water

Duck

Left Analog
Stick



Runt of the Litter

Move Left
& Right

Jump

Shoot

Left Analog
Stick



Abby Mallard

Move

Jump

Left Analog Stick

Press  twice to
double-jump, then
hold to glide.



Abby in Alien Walker

Enter/Exit Walker



Rotate top of Walker

Right Analog Stick

Move Alien Walker

Left Analog Stick

Fire Cannon

R1

Pick up Object

L1

Throw Object

L1 + R1



Driving

Steer

Left Analog Stick

Accelerate



Reverse



Brake



Power Slide

R1



Space Flight

Steer Ship

Left Analog Stick

Fire Cannon



Missile/Alt Fire



Veer

R1 & L1

Left and Right

Double tap to roll.



Dodgeball

Move

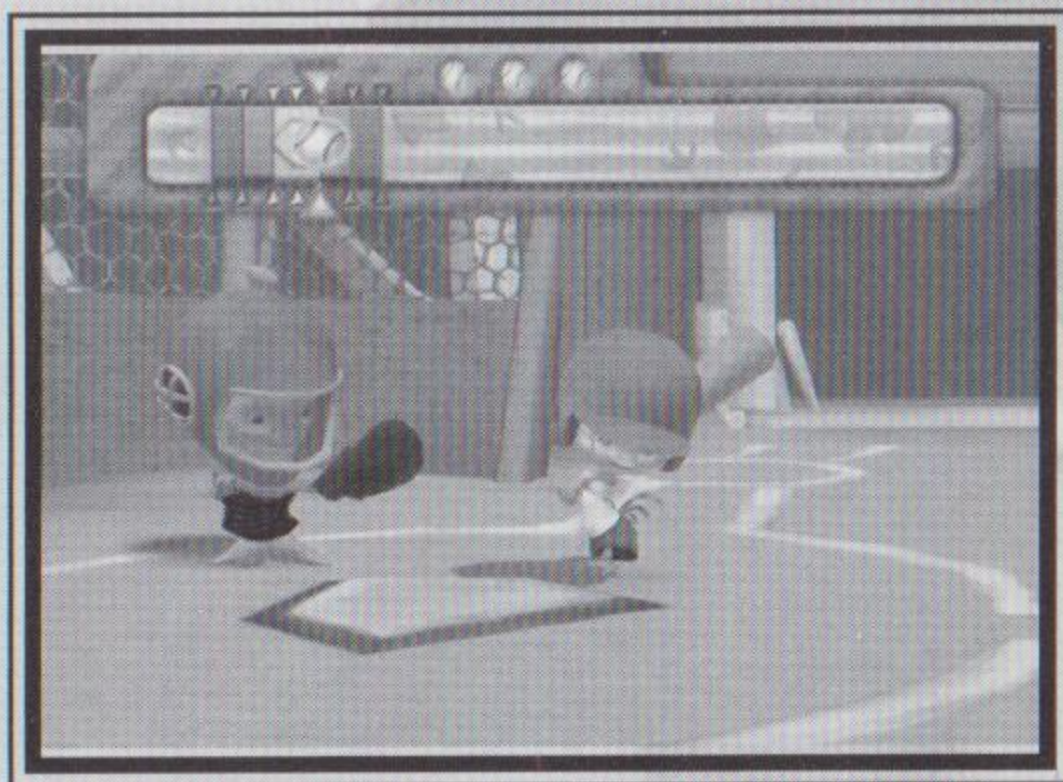
Left Analog Stick

Dodge & Throw



Baseball

As shapes cross the home plate, press the corresponding sequence on your controller (X□△○). The more accurate you are, the better your chances of hitting a home run when the baseball is pitched. Be careful though, three strikes and you are out!



Cannon Chaos

Aim

Left Analog Stick

Tap to Fire

■ Hold top charge power shot.



GADGETS

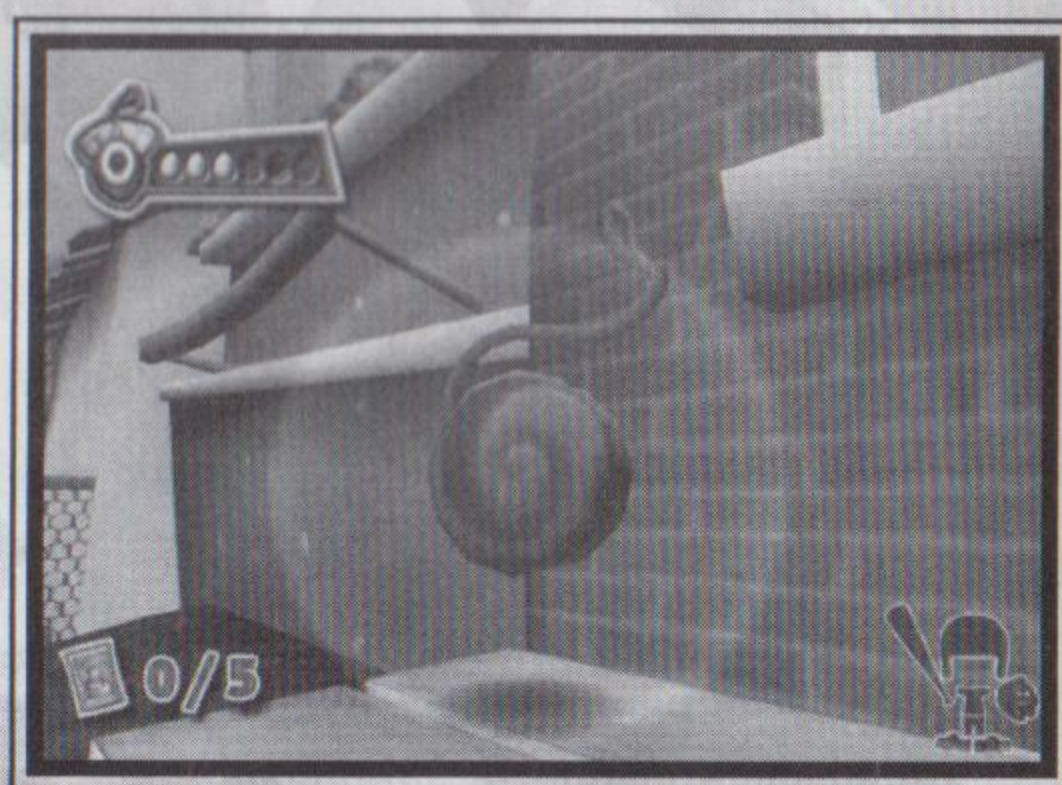


Yo-Yo

Use the yo-yo to break obstacles, shimmy up poles and whack foes.

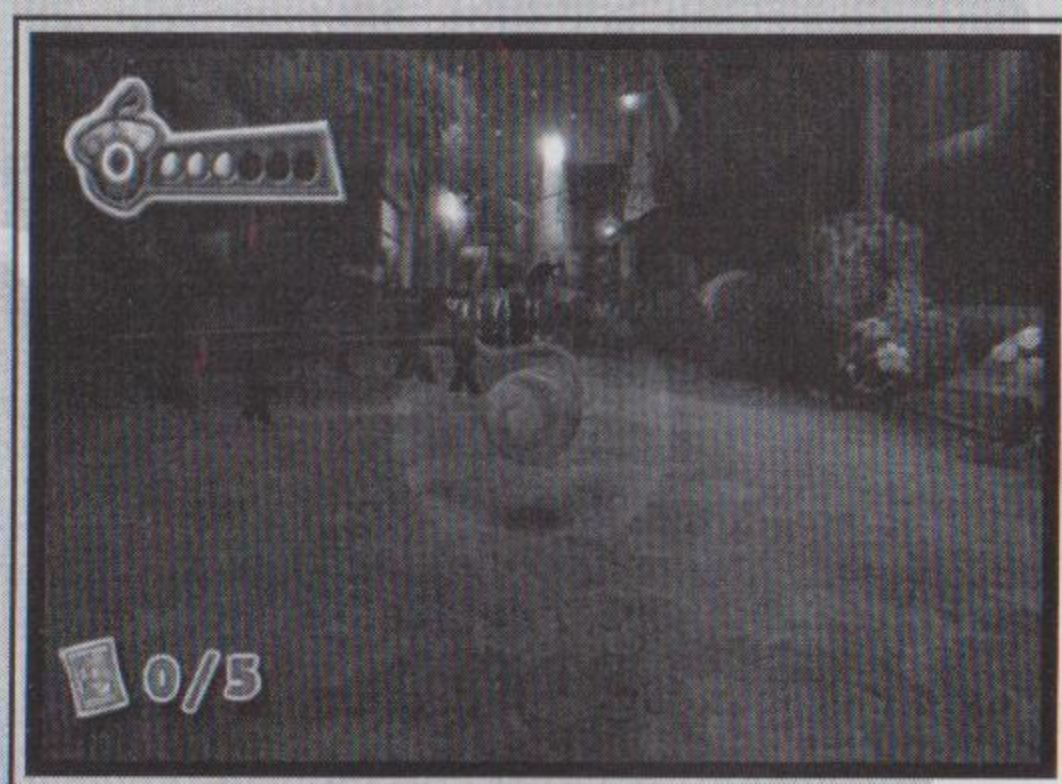
Grapple Yo-Yo (Upgrade)

With this yo-yo upgrade, Chicken Little can swing from hooks as well as shoot across gaps.



Power Shot Yo-Yo (Upgrade)

Hold down the yo-yo button to charge up Chicken Little's yo-yo for a power shot.

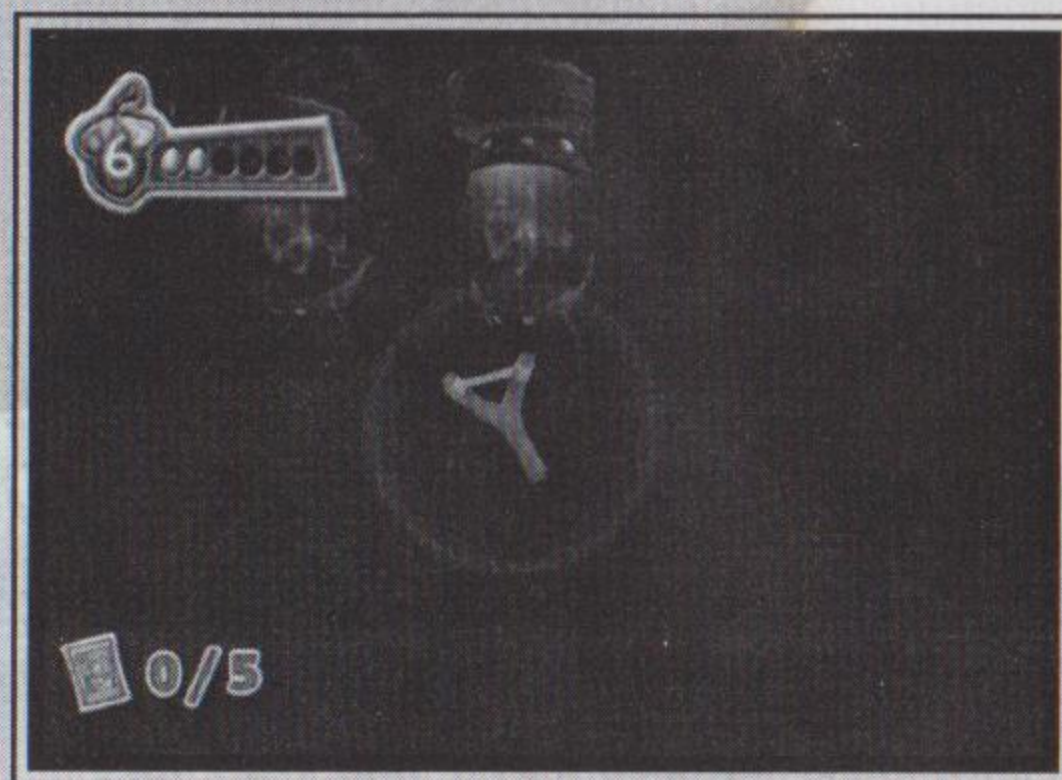


Slingshot



Chicken Little's trusted long-ranged item!

Use the slingshot to trigger switches and stun foes.



Bottle Rocket

From time to time, Chicken Little will need to collect coins to pay for a soda. Chicken Little can then strap the soda onto his back for a rocketing ride. The number of coins needed depends on the difficulty level.

Easy	10 coins
Normal	15 coins
Hard	20 coins



Coins



Bottle Rocket



COLLECTIBLES

Space Simulator Collectibles

Before Chicken Little, Abby and Runt can get into the alien ship to rescue their friend, Chicken Little must pass a space simulator test. Collect these power-ups to make it through the level.



Rapid Fire



Double Shot



Shield



Replenish Health



Missile

Uniform Hunt Collectibles

Foxy Loxy and Goosey Loosey have taken Chicken Little's uniform from him and hidden the parts all over Oakey Oaks. Collect all six pieces so you'll have your uniform ready for the Big Game.



Helmet



Top



Mitt



Bat



Trousers



Shoes

MISCELLANEOUS COLLECTIBLES AND OTHER HELPFUL THINGS



Acorns – Collect acorns to earn more Cluck Luck.



Coins – Collect enough coins to purchase a soda.



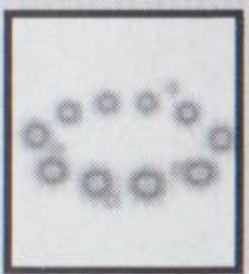
Buck Cluck Trading Cards – Collect all five cards in a level to earn a series. Earn a couple of series to purchase a multiplayer mini-game.



Timer Bonus – Collect these to add time to the clock.



Grapple Targets – These visual icons will help you find the places within the game where Chicken Little can use his yo-yo to swing across gaps or zip over larger spaces.



Power Shot Indicator – Look for the blue sparkles to know when it's time to let loose with a power shot!



? (Question Mark) – You will find these scattered throughout the game. Walk up to these to learn a new objective.

GAME LEVELS

Late for School

Chicken Little is late for school and it's up to you to help him get there. Learn the basics moves of the game as you collect coins to buy a soda to rocket you into a school window.



Dodgeball Hall - Pail Ride

Avoid obstacles by moving left, right or jumping as you roll down the school hallway.



Dodgeball Hall - Dodgeball

It's time for dodgeball! Lead the team of Chicken Little's friends against Foxy Loxy's team. The real rules of dodgeball apply. Catch a ball and the player who threw the ball is out and a member of your team gets to come back in. Hit a player with the ball and they're out. Be sure to dodge so you aren't hit yourself.



Goosey Chase

Goosey Loosey is after Chicken Little. Help Chicken Little avoid obstacles, school kids, janitors and most of all, the dodgeballs that Goosey throws as you run down the school hallway. Don't let Goosey get too close!



Uniform Hunt

Foxy Loxy and Goosey Loosey have taken Chicken Little's uniform from him and hidden the parts all over Oakey Oaks. Find the uniform pieces throughout the town, including the Theatre. You'll need some extra help so there's a yo-yo upgrade to help you with the hard to jump gaps.



Baseball Practice / The Big Game

Press the correct buttons in time with the music to improve your chances of hitting the baseball. If you miss something as it crosses home plate or press the wrong button, this will count as a strike. Three strikes and you're out. Now play ball!



Carpool Craze

Chicken Little's friends – Abby, Runt and Fish – need to drive through Oakey Oaks to take care of various errands before stopping at Chicken Little's house.



Backyard Pursuit

Fish is being flown away on an alien hover panel! Chicken Little must run through back yards to try and rescue his friend. There are harder obstacles to break so collect the yo-yo upgrade and hold down the yo-yo button to execute a power shot.



Space Simulator

Before Chicken Little, Abby and Runt can get into the alien ship to rescue their friend, Chicken Little must pass a space simulator test. Use the missile, rapid fire, double shot and shield power-ups to make it through the level.



Alien Abby

Play as Abby as you explore the inside of the alien ship. Use the alien walker to help with the trickier parts of the ship



Runaway Runt

Runt has been separated from the others and falls head first into an alien bucket. The alien bucket shoots energy shots that you can use to remove obstacles in the way or hit switches to open doors.



Space Alarm

Chicken Little picks up the slingshot in this level. Use it to hit switches to open doors and to stun robots. Hold down the slingshot button to bring up a first-person mode for accurate aiming.



Space Simulator II

Another test for Chicken Little! This time, you'll have to play the simulator from an overhead view.



Tube Surf

Fish always finds a way to have fun. Help Fish use an alien hover panel to surf the tubes inside the alien ship. Fish can shoot water at security drones to clear paths.



Cornfield Escape

Chicken Little must get his friends and bring them to safety. The safety areas will have a question mark by them. Don't let Chicken Little be seen by a searchlight!



Cannon Chaos

Turkey Lurkey (the town Mayor) is using the town cannon to ward off the alien ships in an effort to protect the town. Hold down the cannon button to charge up a super shot.



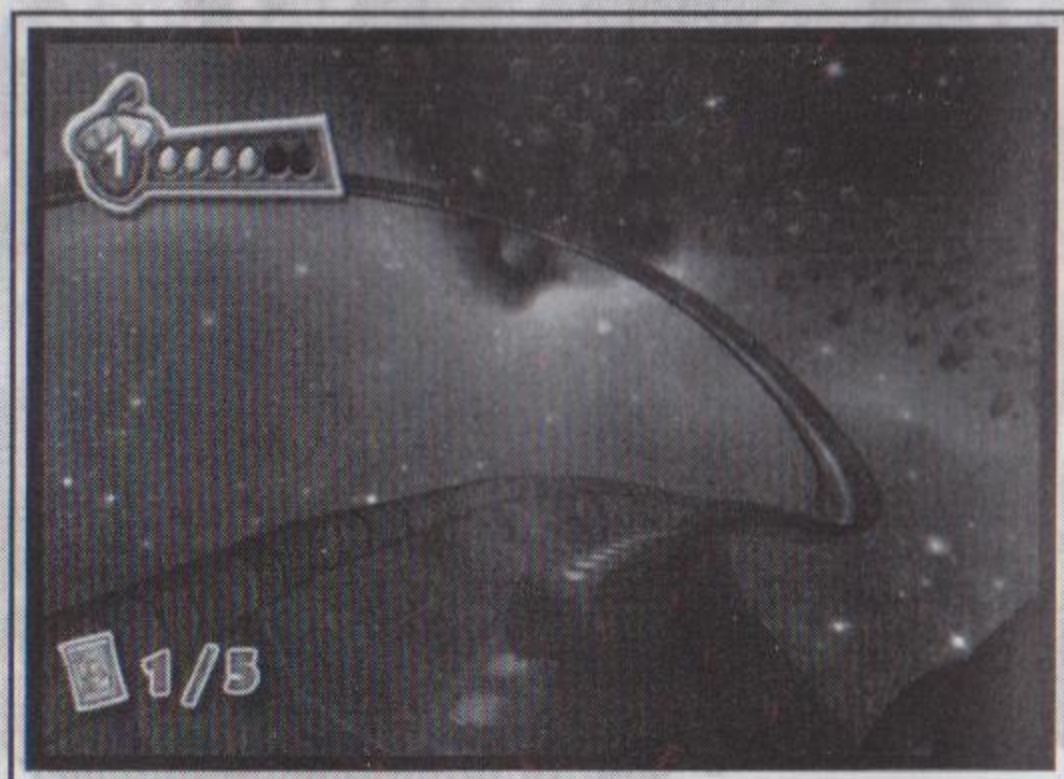
Firetruck Frenzy

Drive the fire engine to reunite the alien child with its parents. Drive through the rings on the road to gain more time.



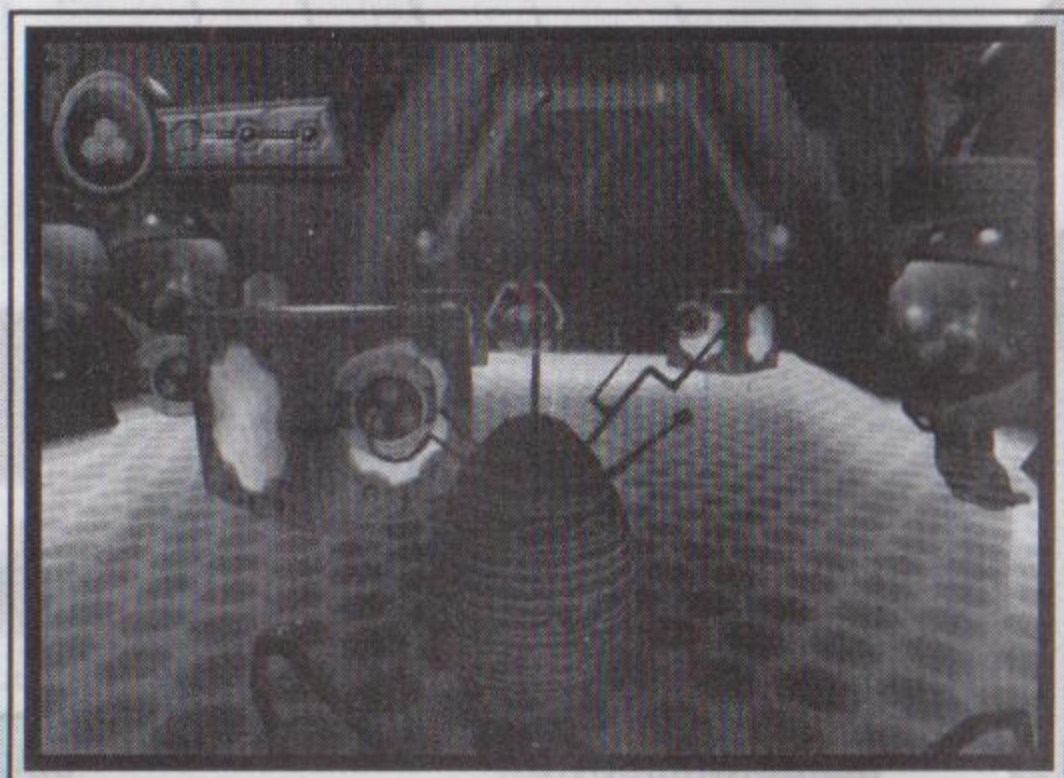
Tube Tumble

Runt has tripped again and this time he's rolling down a tube that's similar to the one Fish was in earlier. Don't forget to jump to avoid obstacles!



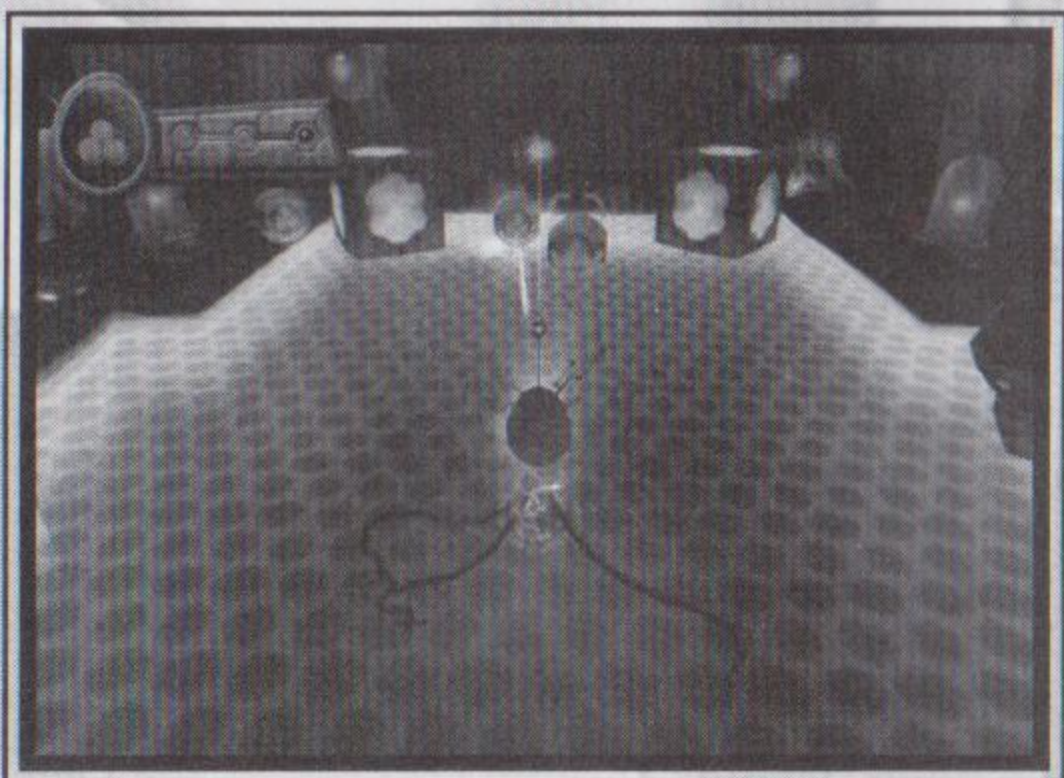
Alien Little

It's Chicken Little's turn to use the alien walker to explore the ship.



Gravity Grab

Help Chicken Little work his way past drones to a low gravity room where he can leap tall buildings, or at least teleported trees, in a single bound.



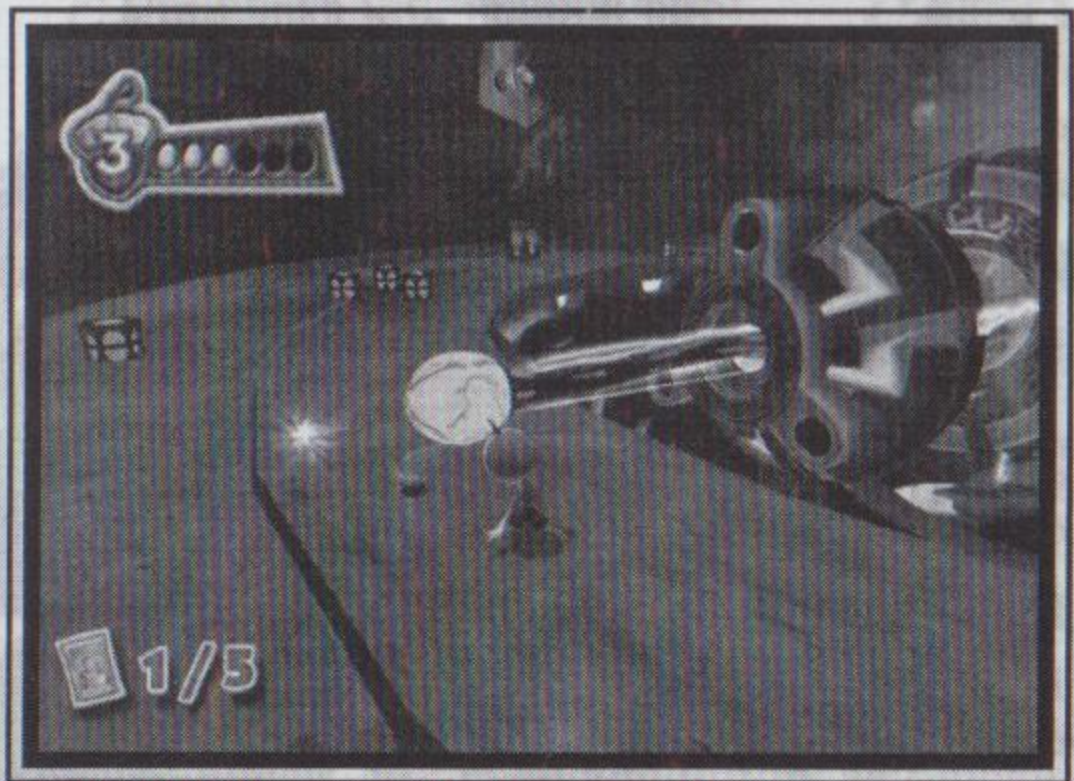
Space Simulator III

This time, there won't be much open space as you fly through asteroids and ships.



Final Boss

Chicken Little must defeat the security system CPU inside the alien ship to rescue his Dad. Use your sling shot and yo-yo to show the CPU who the real chicken is!



Runt's Escape

Runt is back in the firetruck and this time it's to get back to Oakey Oaks before the alien ship takes off. Collect the time bonuses to give Runt a little more time.



Space Armada

Chicken Little has saved the day! Now play as Chicken Little's movie alter ego, Ace, as you pilot the movie version of a space ship though outer space - Hollywood style!



MULTIPLAYER MINI-GAMES

Drone Dash

One player starts out controlling the cannon while the other controls the drone. If the drone makes it across the finish line without being hit, that player will earn a point. If the drone is hit, the player controlling the cannon will earn a point. Turn-about is fair play though and after time is up, players will switch sides.

For Cannon

Aim	Left Analog Stick
Fire Cannon	□
Zoom	R1

For Drone

Move	Left Analog Stick
Speed Boost	×



Pig Paddle

Runt has somehow found himself in an anti-gravity room. Just don't let him get passed you!

Move Paddle	Left Analog Stick
Fire Cannon	□



Super Speedway

On your marks, get set, go! First player to complete three laps around the outskirts of Oakey Oaks wins.

Steer

Left Analog Stick

Accelerate



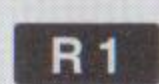
Brake



Reverse



Power Slide



Space Shooter

Both you and a friend can play one of the space simulator levels. Shoot more alien ships and collect more power-ups than your friend to earn the high score.

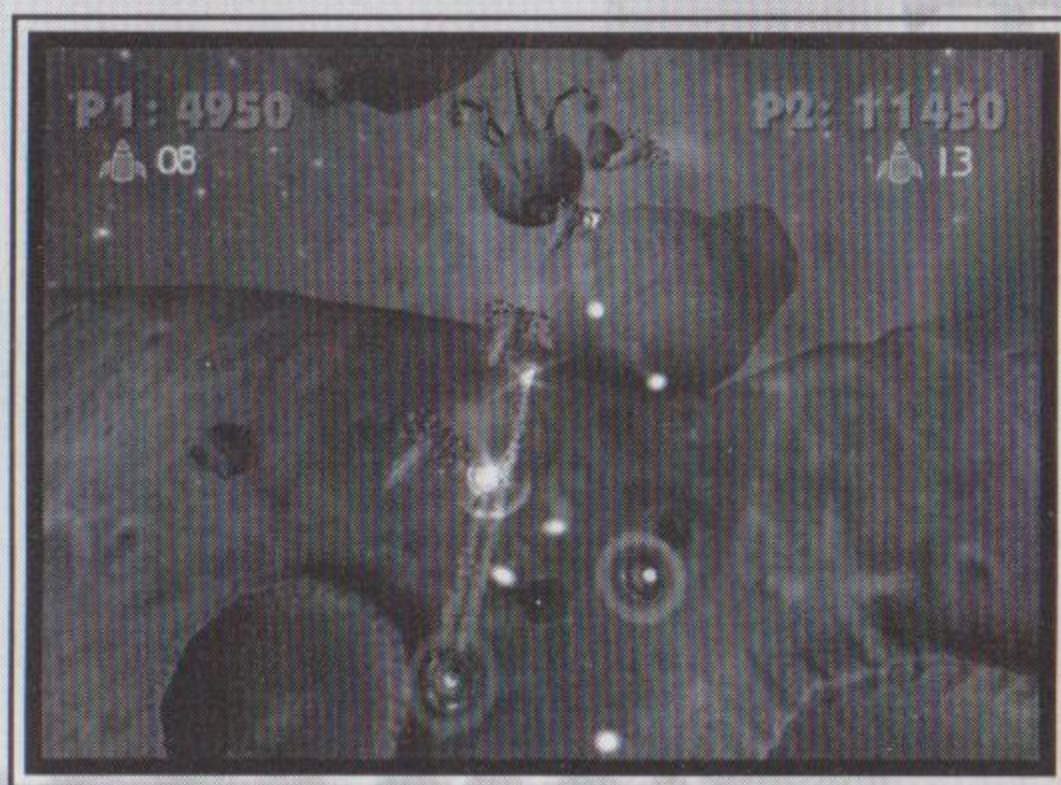
Steer Ship

Left Analog Stick

Fire



Missile/Alt Fire



Saucer Smash

Now it's your turn to protect the town. Can you ward off more alien ships than your opponent?

Aim

Left Analog Stick

Fire Cannon



Super Shot

Hold  **and then release to fire.**



Walker War

Play this walker simulation to see who has better command of their walker. Use your surroundings to help you out in this one.

Move

Left Analog Stick

Rotate Camera

Right Analog Stick

Fire Cannon

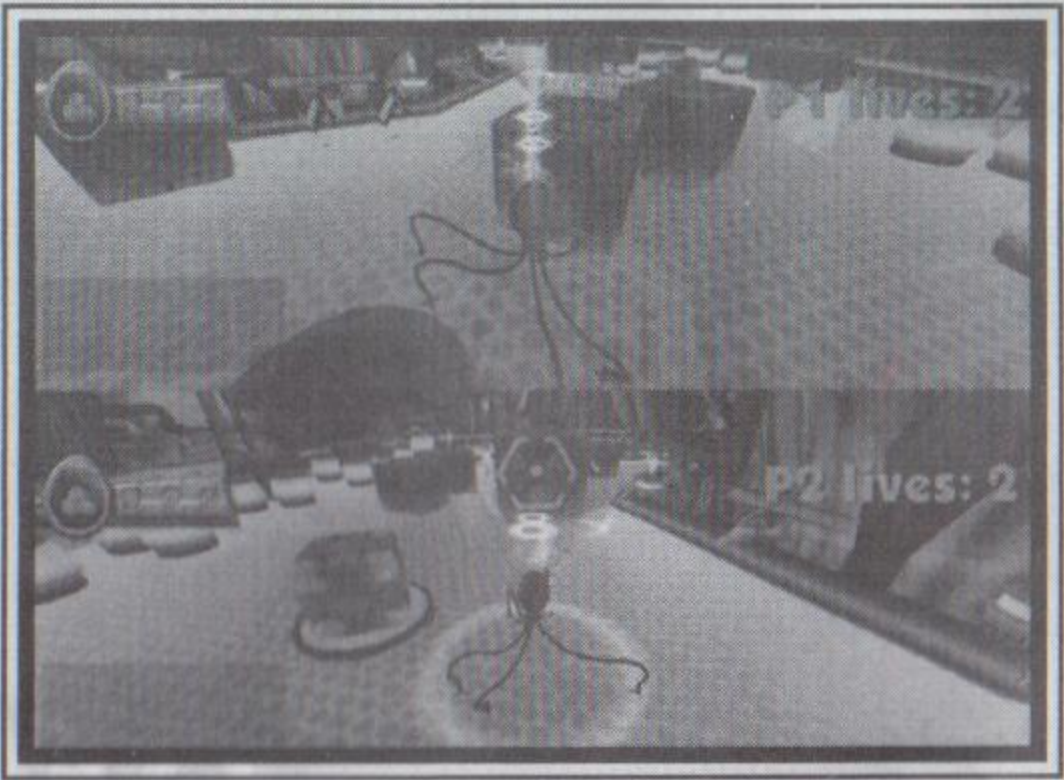
R1

Pick-up Object

L1

Throw Object

L1 + R1



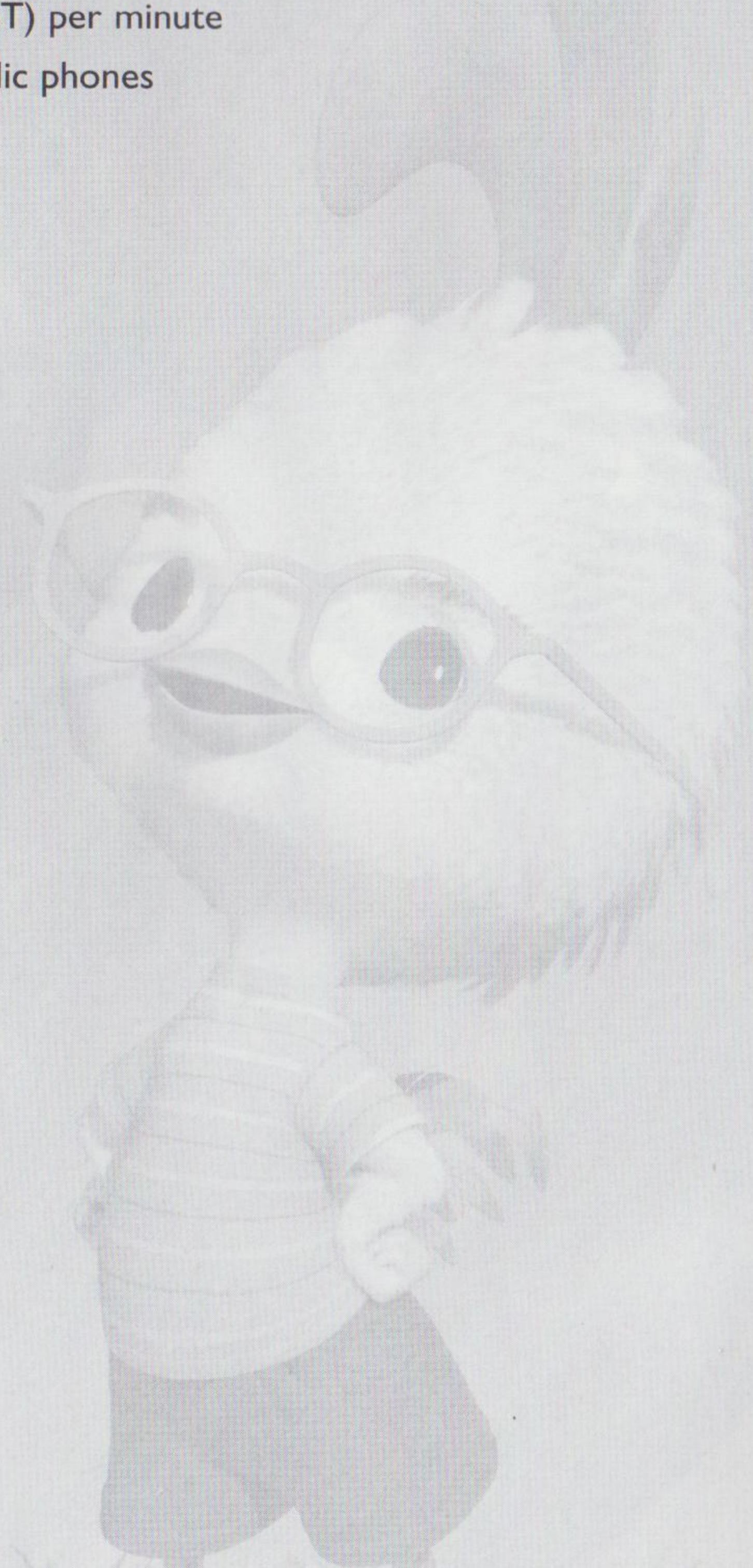
CUSTOMER SUPPORT

Technical Support and Games Hotline

1902 222 448

Call cost \$ 2.48 (incl GST) per minute

Higher from mobile/public phones





Customer Services Numbers

• **Australia** 1300 365 911

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** 0820 44 45 40

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** 011 516 406

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** 70 33 70 00

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** 0600-411911

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** 0820 31 32 33

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** 01805 766 977

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** 00 32 106 782 000

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** 0818 365065

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** 09 971170

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** 199 116 266

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** 23 436300

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** 0495 574 817

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** 09 415 2447

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** 81 55 09 70

Mon-Fre 15-21; Lør-Søndag 12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** 707 23 23 10

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** 902 102 102

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** 08 587 822 25

Mån-Fre 15-21, Lør-Søndag 12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** 0848 84 00 85

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK (network gaming only)** 08702 42 22 99

• **UK (all other enquiries)** 08705 99 88 77

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.



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